

<b>Player:</b>	Jörg		<b>Resistance</b>	
<b>Character:</b>	<b>Baran</b>		Essence	28
<b>Race:</b>	Bear Tribe		Channeling	45
<b>Profession:</b>	Druid		Mentalism	18
<b>Realm:</b>	Channeling		Channeling/Essence	37
<b>Level :</b>	15		Channeling/Mentalism	32
<b>Exp Points:</b>	322891		Essence/Mentalism	23
<b>Fate Points:</b>	3		Arcane	30
<b>Corruption Pts:</b>			Poison	51
<b>Money:</b>			Disease	46
		Fear	27	
		Heat	10	
		Cold	10	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
<b>Agility</b>	AG	101	101	10	30				30
<b>Constitution</b>	CO	98	98	9,6	21				21
<b>Memory</b>	ME	90	90	8,4	10				10
<b>Reasoning</b>	RE	87	87	8,2	9				9
<b>Self Discipline</b>	SD	96	96	9,2	17				17
<b>Empathy</b>	EM	33	33	-	-2				-2
<b>Intuition</b>	IN	102	102	-	35				35
<b>Presence</b>	PR	86	86	-	8				8
<b>Quickness</b>	QU	100	100	-	25				25
<b>Strength</b>	ST	104	104	-	45				45

Total Dev. Points	45,4	Secondary Skills Dev. Pts.	11,35
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Appearance	54	Age		Skin		Height	6'4
Sex	Male	Hair	Reddish	Eyes	Blue	Weight	220

Armor AT	10	Shield Type	Magic	Item DB	10	Special DB	
Armor Enc. AT		Shield Bonus	25	Item DB		Talent DB	
Armor Bonus	30	Helm	Leather Cap	Special DB		Flaw DB	

Hit Points	156	DB with Armor	65	Soul Departure	12	Rest ExhP/min	12
Power Points	240	Full DB Melee	90	Recovery Multiplier	0,7	PP / Lvl.	4
PP Multiplier x	4	Full DB Missile	90	Rest hits/hour	4,4	Base Spells	25
Initiative 2d10+	10	Exhaustion Points	82	Sleep hits/3 hour	16,8	Base MM Rate	80

<b>Talents</b>	2. +10 to Quarterstaff skill	<b>Flaws</b>	2.
1. Not attacked by animals	3.	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Quarterstaff	15	30	185	Animal Mastery	20	0	20
Spear (thrown)	5	30	135	Druid's Peace	20	0	20
Spear	2	0	95	Druidstaff	20	0	20
Climbing	2	15	55	Nature's Forms	20	0	20
Swimming	2	0	40	Stone Mastery	20	0	20
Alertness	15	0	71	Tree Mastery	20	0	20
Situational Awareness	7	0	91	Beast's Ways (base)	0	0	0
Detect Traps	1	15	85	Nature's Summons (base)	0	0	0
General Perception	15	0	116	Weather Mastery (base)	10	0	10
Locate Secret Opening	1	0	57	Concussion's Ways	10	0	10
Read Tracks	15	0	112	Light's Way	10	0	10
Tracking	15	0	112	Blood Law	10	0	10
Herb Lore	15	0	70	Bone Law	10	0	10
Riding	15	15	104	Muscle Ways	10	0	10
Foraging	15	0	98	Repulsions (Cleric)	5	0	5
Attunement	15	0	92	Organ Law	10	0	10
Adrenal Speed	2	0	23	Spell Defense	10	0	10
Disarm Trap	1	15	68	Detection Mastery	10	0	10
Pick Locks	7	20	95	Symbolic Ways (base)	0	0	0
Stalk/Hide	5	0	64	Nerve Law	10	0	10
First Aid	15	0	83	Creations	10	0	10
		0		Lofty Movements	10	0	10

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Academic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Demon/Devil Lore	1/4	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Dragon Lore	1/3	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Fauna Lore	1/5	ME/RE	-25/5/2/1/0,5	10	50	10	0							60
Flora Lore	1/5	ME/RE	-25/5/2/1/0,5	10	50	10	0							60
Heraldry	3/6	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Herb Lore	1/2	ME/RE	-25/5/2/1/0,5	15	60	10	0							70
Lock Lore	2/7	ME/RE	-25/5/2/1/0,5	15	60	10	0							70
Military Organization	3	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Siege Engineering	2/5	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Tactics	2/5	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Navigation	1/4	ME/RE	-25/5/2/1/0,5	10	50	10	0							60
		ME/RE	-25/5/2/1/0,5		-25	10	0							-15
<b>Armor</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	1*		-25/5/5/5/5,0		-25	0	0							-25
Rigid Leather	2*		-25/5/5/5/5,0	12	60	0	0							60
Chain	10		-25/5/5/5/5,0		-25	0	0							-25
Plate	11		-25/5/5/5/5,0		-25	0	0							-25
<b>Athletic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Climbing	4	AG	-25/5/2/1/0,5	2	10	30	0						15	55
Dance	1/5	AG/IN	-25/5/2/1/0,5	10	50	33	0							83
Distance Running	3	CO	-25/5/2/1/0,5		-25	21	0							-4
Rowing	2/7	ST/SD	-25/5/2/1/0,5		-25	31	0							6
Sailing	2/7	AG/IN	-25/5/2/1/0,5		-25	33	0							8
Sprinting	3	QU	-25/5/2/1/0,5		-25	25	0							0
Swimming	3	AG	-25/5/2/1/0,5	2	10	30	0							40
Acrobatics	2/7	AG/QU	-25/5/2/1/0,5		-25	28	0							3
Contortions	2/6	AG/SD	-25/5/2/1/0,5		-25	24	0							-1
Jumping	3	ST/AG	-25/5/2/1/0,5		-25	38	0							13
Tumbling	2/5	AG/SD	-25/5/2/1/0,5		-25	24	0							-1
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
<b>Body Development</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	4		Random	20	119	10	0							129
<b>Concentration</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	20		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	5	PR/SD	-25/5/2/1/0,5		-25	13	0							-12
Adrenal Landing	5	PR/SD	-25/5/2/1/0,5		-25	13	0							-12
Adrenal Leaping	5	PR/SD	-25/5/2/1/0,5		-25	13	0							-12
Adrenal Quick Draw	3	PR/SD	-25/5/2/1/0,5		-25	13	0							-12
Adrenal Speed	5	PR/SD	-25/5/2/1/0,5	2	10	13	0							23
Adrenal Strength	5	PR/SD	-25/5/2/1/0,5		-25	13	0							-12
Body Damage Stabilization	1/4	SD/EM	-25/5/2/1/0,5		-25	8	0							-17
Control Lycantrophy	1/4	SD	-25/5/2/1/0,5		-25	17	0							-8
Frenzy	3	EM/SD	-25/5/2/1/0,5		-25	8	0							-17
Meditation (Sleep)	0	PR/SD	-25/5/2/1/0,5	15	60	13	0							73
		PR/SD	-25/5/2/1/0,5		-25	13	0							-12
		PR/SD	-25/5/2/1/0,5		-25	13	0							-12
<b>Deadly</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	6		-25/5/2/1/0,5		-25	0	0							-25
Silent Kill	3/6	AG/IN	-25/5/2/1/0,5		-25	33	0							8
Use/Remove Poison	1/5	AG/IN	-25/5/2/1/0,5		-25	33	0							8

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Directed Spells</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Stones Throw	3	AG	-25/5/2/1/0,5	15	60	30	0							90
All other directed spells	-	AG	-25/5/2/1/0,5	7	35	30	0							65
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
<b>General</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Cooking	1/4	RE/AG	-25/5/2/1/0,5	2	10	20	0							30
Crafting	2/6	AG/SD	-25/5/2/1/0,5		-25	24	0							-1
Fletching	1/4	AG/SD	-25/5/2/1/0,5		-25	24	0							-1
Leather-Working	2/5	AG/RE	-25/5/2/1/0,5		-25	20	0							-5
Painting	2/4	IN/AG	-25/5/2/1/0,5		-25	33	0							8
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	20	0							-5
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	20	0							-5
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	20	0							-5
Rope Mastery	2/5	ME/AG	-25/5/2/1/0,5		-25	20	0							-5
Sculpting	2/7	IN/AG	-25/5/2/1/0,5		-25	33	0							8
Skinning	1/4	AG/IN	-25/5/2/1/0,5		-25	33	0							8
Smithing	3	ST/AG	-25/5/2/1/0,5		-25	38	0							13
Wood-crafts	2/5	AG/EM	-25/5/2/1/0,5		-25	14	0							-11
Appraisal	2	ME/RE	-25/5/2/1/0,5		-25	10	0							-15
Armor Evaluation	2	IN/RE	-25/5/2/1/0,5		-25	22	0							-3
Metal Evaluation	2	IN/RE	-25/5/2/1/0,5		-25	22	0							-3
Weapon Evaluation	2	IN/RE	-25/5/2/1/0,5		-25	22	0							-3
Horticulture	1/4	EM/RE	-25/5/2/1/0,5	10	50	4	0							54
		AG	-25/5/2/1/0,5		-25	30	0							5
<b>Linguistic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Atliduk (Spoken)	2/*		-25/5/2/1/0,5	8	40	0	0							40
Atliduk (Written)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Waildyth (Spoken)	2/*		-25/5/2/1/0,5	8	40	0	0							40
Waildyth (Written)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Westron (Spoken)	2/*		-25/5/2/1/0,5	8	40	0	0							40
Westron (Written)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Nahaiduk (Spoken)	2/*		-25/5/2/1/0,5	8	40	0	0							40
Nahaiduk (Written)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Sindarin (Spoken)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Language	2/*		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	2/4	IN/RE	-25/5/2/1/0,5		-25	22	0							-3
Music	2/5	AG/EM	-25/5/2/1/0,5		-25	14	0							-11
Public Speaking	2/4	EM/PR	-25/5/2/1/0,5		-25	3	0							-22
Signaling	2/4	ME/SD	-25/5/2/1/0,5		-25	14	0							-11
Singing	2/6	PR/IN	-25/5/2/1/0,5		-25	22	0							-3
Tale Telling	2/5	PR/ME	-25/5/2/1/0,5		-25	9	0							-16
Trading	2/6	RE/EM	-25/5/2/1/0,5	1	5	4	0							9
		RE	-25/5/2/1/0,5		-25	9	0							-16
		RE	-25/5/2/1/0,5		-25	9	0							-16
<b>Magical</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Attunement	2/5	EM/IN	-25/5/2/1/0,5	15	60	17	15							92
Channeling	2/5	IN	-25/5/2/1/0,5	2	10	35	15							60
Magic Ritual	1/4	RE/ME	-25/5/2/1/0,5	5	25	10	15							50
Power Perception	1/3	EM	-25/5/2/1/0,5	3	15	-2	15							28
Read Runes	2/6	EM/IN	-25/5/2/1/0,5	3	15	17	15							47
Spell Mastery	2/4	EM/IN/PR	-25/5/2/1/0,5		-25	14	15							4
Transcend Armor	5	EM/IN/PR	-25/5/2/1/0,5		-25	14	15							4
		EM/IN	-25/5/2/1/0,5		-25	17	15							7

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Medical</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Animal Healing	1/4	EM/RE	-25/5/2/1/0,5	5	25	4	15							44
Diagnostics	1/4	IN/RE	-25/5/2/1/0,5	10	50	22	15							87
Drug Tolerance	3	CO/SD	-25/5/2/1/0,5		-25	19	15							9
First Aid	1/5	SD/EM	-25/5/2/1/0,5	15	60	8	15							83
Second Aid	2/6	SD/EM/IN	-25/5/2/1/0,5		-25	17	15							7
Surgery	3/7	SD/EM/IN	-25/5/2/1/0,5		-25	17	15							7
		EM	-25/5/2/1/0,5		-25	-2	15							-12
<b>Outdoor</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Animal Handling	1/2	EM/PR	-25/5/2/1/0,5		-25	3	15							-7
Animal Training	1/3	EM/PR	-25/5/2/1/0,5		-25	3	15							-7
Beast Mastery	2/4	EM/PR	-25/5/2/1/0,5		-25	3	15							-7
Driving	2	SD/AG	-25/5/2/1/0,5		-25	24	15							14
Riding	1/4	EM/AG	-25/5/2/1/0,5	15	60	14	15						15	104
Caving	2/7	SD/RE	-25/5/2/1/0,5		-25	13	15							3
Foraging	1/5	IN/ME	-25/5/2/1/0,5	15	60	23	15							98
Region Lore	1/5	RE/ME	-25/5/2/1/0,5	10	50	10	15							75
Streetwise	3/7	PR/IN	-25/5/2/1/0,5		-25	22	15							12
Weather Watching	1/3	IN/EM	-25/5/2/1/0,5	5	25	17	15							57
		RE/EM	-25/5/2/1/0,5		-25	4	15							-6
<b>Perception</b>	-	-	-	-	-	-	2	-	-	-	-	-	-	-
Detect Traps	2/4	IN	-25/5/2/1/0,5	1	5	35	30						15	85
Direction Sense	1/4	IN/RE	-25/5/2/1/0,5	10	50	22	30							102
General Perception	3	IN/IN/RE	-25/5/2/1/0,5	15	60	26	30							116
Lie Perception	1/4	IN/RE	-25/5/2/1/0,5		-25	22	30							27
Locate Secret Opening	3/5	IN/RE	-25/5/2/1/0,5	1	5	22	30							57
Poison Perception	1/4	IN/RE	-25/5/2/1/0,5		-25	22	30							27
Read Tracks	1/4	IN/RE	-25/5/2/1/0,5	15	60	22	30							112
Sense Ambush/Assassination	3	IN/RE	-25/5/2/1/0,5	1	5	22	30							57
Tracking	1/4	IN/RE	-25/5/2/1/0,5	15	60	22	30							112
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	15	15	26	30							71
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	7	35	26	30							91
		IN/RE	-25/5/2/1/0,5		-25	22	30							27
		IN/RE	-25/5/2/1/0,5		-25	22	30							27
<b>Social</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	3/8	PR/IN	-25/5/2/1/0,5		-25	22	0							-3
Duping	3/6	PR	-25/5/2/1/0,5		-25	8	0							-17
Gambling	2/6	ME/PR	-25/5/2/1/0,5		-25	9	0							-16
Interrogation	1/5	RE/AG	-25/5/2/1/0,5		-25	20	0							-5
Leadership	2/5	PR/RE	-25/5/2/1/0,5		-25	9	0							-16
Seduction	2/6	EM/PR	-25/5/2/1/0,5		-25	3	0							-22
<b>Subterfuge</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Acting	2/7	PR/EM	-25/5/2/1/0,5		-25	3	15							-7
Disarm Trap	7	IN/AG	-25/5/2/1/0,5	1	5	33	15						15	68
Falsification	3	SD/RE	-25/5/2/1/0,5		-25	13	15							3
Pick Locks	8	IN/RE/AG	-25/5/2/1/0,5	7	35	25	15						20	95
Pick Pockets	3	AG/IN	-25/5/2/1/0,5		-25	33	15							23
Set Traps	8	RE/AG	-25/5/2/1/0,5		-25	20	15							10
Stalk/Hide	3	AG/SD	-25/5/2/1/0,5	5	25	24	15						[15]	64
Trap Building	2/5	RE/EM	-25/5/2/1/0,5		-25	4	15							-6
Trickery	3	PR/QU	-25/5/2/1/0,5		-25	17	15							7
		AG	-25/5/2/1/0,5		-25	30	15							20
		AG	-25/5/2/1/0,5		-25	30	15							20

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Combat</b>	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Brawling	5	RE/IN	-25/5/2/1/0,5		-25	22	45							42
Martial Arts – Striking #1	6	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Martial Arts – Striking #2	6	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Martial Arts – Striking #3	6	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Martial Arts – Striking #4	6	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Martial Arts – Sweeps #1	6	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Martial Arts – Sweeps #2	6	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Martial Arts – Sweeps #3	6	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Martial Arts – Sweeps #4	6	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Reverse Stroke	15	AG/RE	-25/5/2/1/0,5		-25	20	45							40
Stunned Maneuvering	3	SD	-25/5/2/1/0,5	1	5	17	45							67
Subduing	2/5	AG/QU	-25/5/2/1/0,5		-25	28	45							48
Tumbling Attack	3/6	AG/ST	-25/5/2/1/0,5		-25	38	45							58
Tumbling Evasion	2/5	AG/QU	-25/5/2/1/0,5		-25	28	45							48
Two Weapon Combo	0	ST	-25/5/2/1/0,5		-25	45	45							65
Quarterstaff	5	ST/ST/AG	-25/5/2/1/0,5	15	60	40	45		10				30	185
Weapon Category #1 Weapon #2	5	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Weapon Category #1 Weapon #3	5	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Spear (thrown)	8	AG/AG/ST	-25/5/2/1/0,5	5	25	35	45						30	135
Weapon Category #2 Weapon #2	8	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Spear	8	ST/ST/AG	-25/5/2/1/0,5	2	10	40	45							95
Weapon Category #3 Weapon #2	8	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Weapon Category #4 Weapon #1	8	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Weapon Category #4 Weapon #2	8	AG/AG/ST	-25/5/2/1/0,5		-25	35	45							55
Weapon Category #5 Weapon #1	9	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Weapon Category #5 Weapon #2	9	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Weapon Category #6 Weapon #1	15	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
Weapon Category #6 Weapon #2	15	ST/ST/AG	-25/5/2/1/0,5		-25	40	45							60
		AG	-25/5/2/1/0,5		-25	30	45							50
		AG	-25/5/2/1/0,5		-25	30	45							50
		AG	-25/5/2/1/0,5		-25	30	45							50
		AG	-25/5/2/1/0,5		-25	30	45							50
<b>Spell Lists</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Mastery	1/*	-	-	20	0	0	0							20
Druid's Peace	1/*	-	-	20	0	0	0							20
Druidstaff	1/*	-	-	20	0	0	0							20
Nature's Forms	1/*	-	-	20	0	0	0							20
Stone Mastery	1/*	-	-	20	0	0	0							20
Tree Mastery	1/*	-	-	20	0	0	0							20
Beast's Ways (base)	1/*	-	-		0	0	0							0
Nature's Summons (base)	1/*	-	-		0	0	0							0
Weather Mastery (base)	1/*	-	-	10	0	0	0							10
Concussion's Ways	1/*	-	-	10	0	0	0							10
Light's Way	1/*	-	-	10	0	0	0							10
Blood Law	1/*	-	-	10	0	0	0							10
Bone Law	1/*	-	-	10	0	0	0							10
Muscle Ways	1/*	-	-	10	0	0	0							10
Repulsions (Cleric)	4/*	-	-	5	0	0	0							5
Organ Law	1/*	-	-	10	0	0	0							10
Spell Defense	1/*	-	-	10	0	0	0							10
Detection Mastery	1/*	-	-	10	0	0	0							10
Symbolic Ways (base)	1/*	-	-		0	0	0							0
Nerve Law	1/*	-	-	10	0	0	0							10
Creations	1/*	-	-	10	0	0	0							10
Lofty Movements	1/*	-	-	10	0	0	0							10

**Specials**

Aldataur: Miniature Spear, can be expanded by speaking his name, +10 DB, RR, for Animist, Rangers, Druids:  
Daily 20 Pps from Plant Mastery List and Animal Mastery List when Spear is fully expanded

Racial Bonuses included in stat values

**Killed**

Man	2	Barrow Wight	2			
Construct	2	Wight	2			
Wild Cat		Vampire	2			
Boar		Ghost Wolf				
Wolf	2	Spectre				
Orc	Routine	Goblin				
Troll	2	Giant				
Dog		Zombie				
Glutan		Ghoul				
Warg	2	Zephyr				
Giant Spider	2	Hound				
Skeleton	2	Warrior Demoi				
Cold Drake		Black Stalker				
Fell Beast	2					
Mummy	2					

**Training Packages**

Equipment	Weight	Weight
Lord Druidstaff	4	Ring of Daily I Haste II 0
+30 Quarterstaff, +4 Adder, Daily III Presence 300'	4	Ring of Daily II Extension III 0
+30 magic (Dragonhide) AT 10	Wear	Potion of Preservation (week/1v) 0
Leather Helmet + Aventail	Wear	
Standardpack 1	25,5	
Waybread	4	
+15 Boots of Stalking	Wear	
+15 Lock Pick Kit	0,5	10 Rewk
Aldataur	0	5 Elben's Basket
Belt Clip, negates 60% of all Torse Criticals	0	5 Vinuk
Ring of Daily V Shield (Paladin)	0	5 Kathkusa
Magic Torch	1	5 Zulsendura
Amulet of Daily I Orc-Look for 1hr	0	2 Edram
Staff of Ice Balls [98 loads]	4	6 Anserke
Ring of +15 to Perception & Disarm Traps	0	1 Gariig
Amulet of +10 to Base Spells	0	10 Mirena
+10 Symbol of Daily V Repel Undead X	0	1 Nimras
Gloves of +15 to Climbing	Wear	1 Yavethalion
Secrecy Ink + Brush	0	4 Elendil's Basket
Spiegel der Gegenstandskunde (Piraten v. Pelargir 42,13)	0	1 UI Naza
Ring of Daily V Lightning Bolt	0	1 Belramba
Ring of Elvenfriendship	1	1 Olvar
Cape of Daily I Flight	Wear	1 Spreizfuß
Ring of Daily III Invisibility	0	1 Nur Oiolosse + Surul Nut
Total weight (lbs)		43